

## IN THE CLAIMS

### WHAT IS CLAIMED IS:

1. A method for selecting an audio language of a digital broadcasting receiver by detecting and updating a PMT including audio track information, from an input digital broadcasting stream, the method comprising:
  - determining whether an audio language, of available audio languages of a data stream, has been selected for reproduction by the digital broadcasting receiver;
  - increasing a current audio language on-screen display order number, in a current on-screen audio language index, by one, when the audio language has been selected;
  - setting a previous audio language on-screen display order number to equal a value of the increased current audio language on-screen display order number and storing the increased current audio language on-screen display order number in the current audio language index;
  - displaying the current audio language index having the increased current audio language on-screen display order number;
  - fetching a new current audio language index, and setting the current audio language on-screen display order number to correspond to the new current audio language index;
  - comparing the previous audio language on-screen display order number with the current audio language on-screen display order number;
  - displaying the new current audio language index, setting the previous audio language on-screen display order number to equal the value of the current audio language on-screen display order number, and then returning to the operation of determining of whether an audio language selection has been made when the previous audio language on-screen display order number and current audio language on-screen display order number are different; and
  - returning to the operation of determining of whether an audio language selection has been made when the previous audio language on-screen display order number and current audio language on-screen display order number are the same.
2. The method according to claim 1, wherein the current audio language index is set to correspond to the new current audio language index when the PMT is determined to have been updated.

3. The method according to claim 1, further comprising initializing the current audio language on-screen display order number when the current audio language on-screen display order number is not smaller than a total number of the audio languages in the data stream.

4. The method according to claim 1, further comprising storing a total number of audio languages in the data stream, the current audio index, and the current audio language on-screen display order number corresponding to audio track data of a current PMT before the selection of an audio language for reproduction.

5. The method according to claim 1, further comprising:  
storing a current version of a current PMT;  
downloading a new PMT of a current channel;  
comparing the current PMT with the downloaded new PMT;  
determining that the current PMT should be updated when the current PMT and the downloaded new PMT are different and reading out audio track information from the downloaded new PMT; and  
storing an audio track index and audio tag from the audio track information and returning to the operation of storing the current version of the current PMT.

6. The method according to claim 1, wherein the displaying of the current and new current audio language indices comprises:  
storing an audio tag corresponding to the current audio language on-screen display order number from audio track information of a current PMT in an audio tag;  
storing the audio tag in a tag buffer when the audio tag is not "0";  
storing, in a buffer, a string referencing the tag buffer and including (a current audio index number +1)/ a total number of audio languages in the data stream and displaying the string referencing the tag buffer; and  
storing, in the buffer, a string referencing "audio" and including (the current audio index number +1)/the total number of audio languages in the data stream when it is determined that the audio tag is "0" and displaying the string referencing "audio."

7. A medium comprising computer readable code controlling a computer to perform the method of claim 1.

8. A medium comprising computer readable code controlling a computer to perform the method of claim 2.

9. A medium comprising computer readable code controlling a computer to perform the method of claim 3.

10. A medium comprising computer readable code controlling a computer to perform the method of claim 4.

11. A medium comprising computer readable code controlling a computer to perform the method of claim 5.

12. A medium comprising computer readable code controlling a computer to perform the method of claim 6.